

Rail Road Tycoon II

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Release: November Price: TBC Format: PC CD

For immediate release:

In 1990, Railroad Tycoon was released to enormous critical and commercial success. Now it's back. Railroad Tycoon II, one of the first releases from The Gathering of Developers, promises to allow you to build your own business empire in an historically accurate environment of cut throat capitalism no other game could match.

You play a would-be entrepreneur, with your beady little eye set on conquering the business of railroads, because you know that controlling the supply goods will give you absolute power. You've got to do anything in your power to get your company to the top. Work out where you are going to invest your money, what cargo to carry, what quality of rolling stock to invest in. And watch the cash roll in. And if there's a stock market crash, or union action, or a fire on one of your trains, and it all goes pear-shaped? Get the hell out of there, join another company. You are your own man. Don't let these corporate nobodies tell you what to do.

With the ability to play in any time period from the birth of railways to the present and beyond, and in a number of different countries, Railroad Tycoon II offers a huge diversity of gameplay. There are 34 types of cargo, 51 train engines and detailed rolling stock for the dedicated train enthusiasts. And corporate take-overs, back stabbing, mud slinging, business for those with more competitive interests.

Railroad Tycoon II is based upon PopTop's proprietary S3D engine which allows for highly-detailed 3D graphics and renderings. The game is the first game developed exclusively for 1024 x 768 resolution, in either 16 bit or 8 bit color. The game will support multiplayer play over LANs, modems and the Internet.

Game Features:

In multi-player games, players may cooperate or compete, or both. With support for lots

of players and many different playing styles, Railroad Tycoon II should be very popular on the Internet.

Cutting edge technology applied to a genre (strategy) that usually rides the back end of the technology curve.

Highly detailed graphics, powered by the S3D engine, a proprietary new 3D engine specifically geared to the needs of strategy games.

- . Up to 16 players over standard 28.8 Internet connections.
- . Editor integrated directly into the game, with on the fly 3D transformations, terrain layout, and other world building capabilities.
- . Realistic world environment, featuring real terrain built from satellite photography.
- . Real competitors (Cornelius Vanderbilt, Jay Gould), real trains, real industry, and a heavy dose of late 19th century railroad "flavor".

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